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On The Net Resources in Virtual Reality --Avatars

Sony CSL was founded in 1988 for the sole purpose of conducting research related ...
Community Place has been designed to work in a wide area, low bandwidth ...
 kb.hitl.washington.edu/avatar.html - 25k - [Cached](#) - [Similar pages](#)

Visual Communication in Urban Planning and Urban Design: Geometric ...

An "Out of Town" **Shopping** Centre, developed using Superscape VRT software. ...
 Further details and software downloaded from the **Sony Community Place** web ...
 www.agocg.ac.uk/reports/visual/casestud/smith/models2.htm - 19k -
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shopping centre, developed through Superscape software, with the results
 presented in a ... The **Sony "community place"** browser is shown in Figure 11. ...
 www.agocg.ac.uk/sosci/casestudies/smith/smith.pdf - [Similar pages](#)

VRML Site SIGGRAPH report

Sony showed their multi-user VRML 2.0 server now re-christened **Community Place**. It can
 run on PC or UNIX servers. The demo world is still Circus Park ...
 www.vrmlsite.com/sep96/spotlight/siggraph/siggraph.html - 29k - [Cached](#) - [Similar pages](#)

Sony Community Place Browser 2.0 - ZDNet.de, Downloads, Internet ... - [Translate this page]

Download **Sony Community Place** Browser: Bitte hier klicken! Jetzt herunterladen ...
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 www.zdnet.de/downloads/prg/f/i/de0AFI-wc.html - 47k - [Cached](#) - [Similar pages](#)

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Sony Community Place Browser (2.0) Multiuser-Welten im Internet besuchen
 Betriebssystem: Windows 95, Windows 98, Windows NT Grösse: 13.65 MB ...
 www.zdnet.de/downloads/categories/23/34/34_00010-wc.html - 94k -
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How to Program a Virtual Community - Book Review - Web Developer's ...

... techniques discussed in the book: PerlMUD, The Palace, and **Sony Community Place**.
 ... Jupitermedia Corporate Info | Newsletters | Tech Jobs | **Shopping** ...
 www.webdevelopersjournal.com/books/program.html - 42k - [Cached](#) - [Similar pages](#)

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The final budget **shopping** frontier. Most men have no idea how to shop, ... From the
 outside of the premises of the Frontier **Community Place**, ...
 findory.com/search?q=frontier&type=Blogs - 31k - [Cached](#) - [Similar pages](#)

Software, Objects, Images, and Sounds

Sony, Community Place Browser, Win95, WinNT, Free ... you can purchase the shape
 from an object library, like **shopping** in a virtual furniture store. ...
 www.cse.ucsc.edu/classes/ cmcs080v/Fall97/software/software.htm - 34k -
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.net - .in-depth articles - Wired for life in virtual worlds

It took place over **Sony's Community Place** software and was a success, remembers
 Pearson: "I think we had 10000 people using it for six weeks. ...

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creatures review

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Impossible Creatures Review - GamersHell.com

Reviewed by Andreas Misund Berntsen, [7.9/10]. "In every sense of the word a solid game."

www.gamershell.com/pc/impossible_creatures/review.html - 43k -

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IGN: Impossible Creatures Review

IGN is the ultimate resource for Impossible **Creatures** reviews featuring in-depth **reviews** from our award-winning editorial staff along side thousands of user ...

pc.ign.com/articles/382/382128p1.html - 76k - [Cached](#) - [Similar pages](#)

UGO.com Games - Impossible Creatures review of the real-time ...

UGO.com presents Impossible **Creatures**, Microsoft's real-time strategy game developed by Relic.

www.ugo.com/channels/games/features/impossiblecreatures/ - 37k -

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AVault | PC | Creatures Review

The Adrenaline Vault is one of the Internet's most popular games website and offers: demo downloads, industry news, game **reviews**, features, previews, ...

www.avault.com/reviews/review_temp.asp?game=creatur - 18k -

[Cached](#) - [Similar pages](#)

AVault | PC | Impossible Creatures Review

Reviewed by Richard Leader, [2.5/5]. "Great production values aren't enough to raise Impossible **Creatures** from being a mediocre exercise in button pushing."

www.avault.com/reviews/review_temp.asp?game=imposcreat - 21k -

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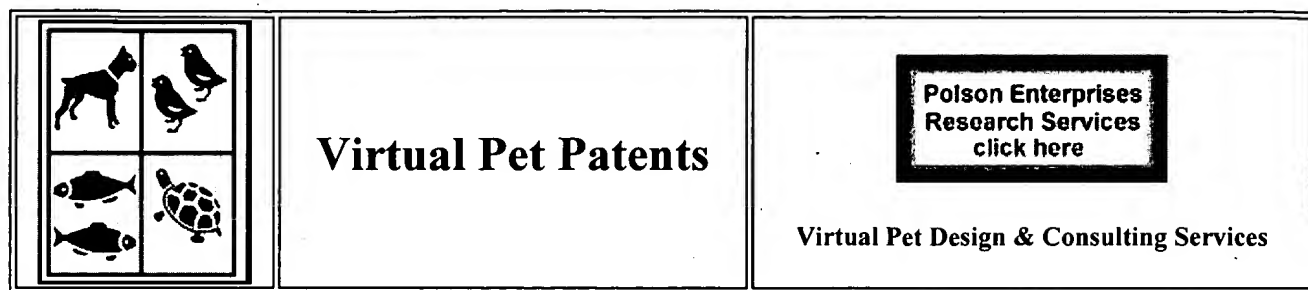
Impossible Creatures Review

PC Computer Hardware and Game **Reviews** for the Hardcore Gamer including screenshots, news, benchmarking, overclocking video card **reviews** and motherboard ...

www.firingsquad.com/games/impossiblecreatures/default.asp - 55k - Mar 22, 2006 -

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Impossible Creatures Review



This page provides major virtual pet patent information to virtual pet designers as a service by Polson Enterprises. The patents provide extensive data and design information about virtual pets in several formats.

If you are interested in wireless virtual pets for mobile phones, please see our Wireless Virtual Pets for Mobile Phones page.

Virtual Pet Patents

Patents can be viewed for free from the U.S. Patent and Trademark Office web site as well as from the Delphion site. The USPTO site requires a tiff viewer to see the graphics. Delphion requires the Adobe Acrobat viewer for graphics and only serves the first page for free.

Few of the early keychain pets were patented in the U.S. Some of the early pets are represented in the Japanese patent literature. Now several pets and related technologies are being patented. Virtual Pet patents include:

- **U.S. Patent #5,572,646**

Apparatus for Displaying Images of Living Things to Show Growing and/or Moving of the Living Thing

Assigned to **Casio Computer**. This was one of the first patents to discuss how to visually create growth stages for virtual pets. The primary example in the patent is a virtual plant that requires water, light and manure. It is an early example of the use of symbols (water, light and manure) to represent selectable virtual pet care actions.

- **U.S. Patent #5,580,308**

Electronic Battle Game Playing Apparatus with Facial Montage Generation

Assigned to **Casio Computer** describes the electronics and step procedures behind an early hand held fighting game.

- **U.S. Patent #5,685,096**

Swimming Toy Fish Aquarium Having Magnetic Drive System for Magnetically Driving the Toy Fish in the Aquarium

Assigned to Masudaya Corporation of Japan. Two rows of rotating magnets below the aquarium move virtual fish.

- **U.S. Patent #5,754,740**

Production System

Assigned to **Fujita Limited** discusses how virtual creatures react in real time with users including diurnal (time of day) and other activities. It captured the concept of time going forward in the life of the pet, even when the device was shut off for long periods of time. The pet still needed sleep, food, etc even if it was not being cared for.

- **U.S. Patent #5,956,501**

Disease Simulation System and Method Assigned to Health Hero Network. This virtual pet helps children understand how to treat and deal with chronic diseases. It is further developed in patent #6,167,362

- **U.S. Patent #5,966,526**

Simulation Device for Fostering a Virtual Creature

Assigned to **Bandai**. This is a linking (coupling) "Tamagotchi like" virtual pet (Mesutchi and Osutchi). It called users when it needed attention (beeping) and had the ability to "couple". Two pets were physically connected together for reproduction. The new personality of the new pet was based personalities of the coupled pets. The patent cites our web site as reference material. Filed 1997.

- **U.S. Patent #5,971,855**

Apparatus and Method of Communicating Between Electronic Games

Assigned to **Tiger Electronics** teaches how small handheld games can communicate with each other through a communications port and also be linked to a PC via a serial port to communicate with a central processing computer or a web site. This could allow the pets to be reprogrammed, unlock hidden features, interactive play and the logging of record scores.

- **U.S. Patent #5,982,390**

Controlling Personality Manifestations by Objects in a Computer Assisted Animation Environment

An independent inventor teaches "encapsulating" a virtual character's identity as a software "object" so the character's speech, actions, morals, movements are consistent with the intention of the designer.

- **U.S. Patent #6,020,892**

Process for Producing and Controlling Animated Facial Representations

An independent inventor describes the use motion capture equipment to develop high and low resolution facial expression data from humans, dogs, fish and other animals for use in virtual games.

- **U.S. Patent #6,048,209**

Doll Simulating Adaptive Infant Behavior

Independent inventor describes a doll that responds to the level of care given to it and cites several other hi-tech dolls in the references.

- **U.S. Patent #6,056,618**

Toy Character With Electronic Activities-Oriented Game Unit

Independent inventor claims use of a keychain pet cabled to a stuffed animal (like a teddy bear). You take care of the keychain pet to make the stuffed pet feel good.

- **U.S. Patent #6,141,019**

Creature Animation and Simulation Technique

Two independent inventors describe a means to model body joints to make virtual creatures appear more life-like on a computer in real time.

- **U.S. Patent #6,148,770**

Aquatic Landscape Ornamental Device

Independent inventor in Taiwan describes a magnetic means to make aquarium plants more "life-like". Magnets cause them to appear swimming and wriggling in the water.

- **U.S. Patent #6,167,362**

Motivational Tool for Adherence to Medical Regimen

Assigned to **Health Hero Network, Inc.** This virtual pet helps children understand how to treat and deal with chronic diseases (diabetes, asthma, obesity, hypertension) and adults to deal with similar diseases as well as coronary artery function, panic disorder, and nicotine addiction. It even allows the setting of target variables by the patient (their own goals). The patent is lengthy, well written and very informative. It also cites information from our web site.

- **U.S. Patent #6,171,189**

Video Game Device and Storage Medium on Which Video Game Program is Stored

Assigned to **Sega Enterprises**. This patent speaks of inheritance probabilities of a plurality of virtual pet characters.

It references Mindscape Entertainment's Creatures pets.

- **U.S. Patent #6,175,857**

Method and Apparatus for Processing Attached e-mail Data and Storage Medium for Processing Program for Attached Data

Assigned to **Sony Corporation** concerns the use of a virtual pet training device that helps beginners learn how to send email. The specifically mention the use of "internet TV" boxes (boxes that sit on-top TV's and allow internet access).

- **U.S. Patent #6,213,871**

Nurturing Simulation Apparatus for Virtual Creatures

Assigned to **Bandai**. Tamagotchi patent focusing on the hardware (the "egg") filed in 1997.

- **U.S. Patent #6,227,966**

Simulation Device for Fostering a Virtual Creature

Assigned to **Bandai** This patent focuses on the pets ability to detect "a call from an external source". Pet outcome depends on timely sound input (voice) by the user. Filed in 1997.

- **U.S. Patent #6,240,393**

Aggregating and Pooling Weight Loss Information in a Communication System with Feedback

Assigned to **Health Pro Network** teaches the concept of a weight loss group reporting individual progress to a central point and then receiving overall aggregate feedback via a virtual pet or similar device.

- **U.S. Patent #6,249,780**

Control System for Controlling Object Using Pseudo-Emotions and Pseudo-Personality Generation in the Object

assigned to **Yamaha** and autonomous device behaves adaptively to user. One application specifically mentioned is robot pets.

- **U.S. Patent #6,251,010**

Game Machine Apparatus and Method with Enhanced Time-Related Display of Pokemon-Type Characters

Assigned to **Nintendo**. This covers the time components (including time zone) of the Gameboy Pokemon game.

- **U.S. Patent #6,251,012**

Game System and Storage Device Readable by Computer

Assigned to Konami Co. Ltd. in Japan describes and breeding and competition game. The abstract shows Pikachu (a Pokemon character).

- **U.S. Patent #6,253,167**

Client Apparatus, Image Display Controlling Method Shared Virtual Space Providing Apparatus and Method, and Program Providing Medium

Assigned to **Sony Corporation** teaches a shared virtual space in which several users can share and breed the same virtual life object and the use of VRML (Virtual Reality Modeling Language).

- **U.S. Patent #6,267,677**

Game Machine and Storage Medium Therefor

Assigned to **Nintendo** and covers the Pokeman / Pocket Monster game for a gameboy "cartridge" type device.

- **U.S. Patent #6,268,872**

Client Apparatus, Image Display Controlling Method, Shared Virtual Space Providing Apparatus and Method, and Program Providing Medium

Assigned to **Sony Corporation** is an avatar patent, but the specifications section provides some detailed coverage of the development of virtual pets.

- **U.S. Patent #6,273,815**

Virtual Electronic Pet and Use Therewith

Independent inventors propose virtual pets having additional behaviours if the user can guess the name of the behaviour within a certain time limit.

- **U.S. Patent #6,278,985**

Virtual Element Selection Device and Method Using Neural Network

Assigned to **NEC Corporation** indications from users are converted by a neural network into a new element of virtual life. The new element displaces the old one to make it possible to select new elements which reflect the users intentions.

- **U.S. Patent #6,287,193**

Hand-held Game With Visual Display and Feedback

Independent inventors bring some of the user feedback features of virtual pets to rotating toys like tops and yoyos.

- **U.S. Patent #6,287,200**

Relative Positioning and Virtual Objects for Mobile Devices

Assigned to **Nokia Corporation** teaches the use of GPS devices on real people to play games with each other based on physical positions via WAP or similar mobile devices.

- **U.S. Patent #6,290,565**

Interactive Game Apparatus with Game Play Controlled by User Modifiable Toy

Assigned to **Nearlife**. Three dimensional physical toy (like a fish) composed of attachments (fins, tail, etc) is connected to a computer. You can interact with the fish on the computer and it reflects the components used in the physical construction of the fish. Some components have sensors to detect motion, bending, etc.

- **U.S. Patent #6,292,198**

Information Processing Apparatus, Information Processing Method and Information Providing Medium

Assigned to **Sony Corporation** covers virtual reality pets and avatars with object collision detection.

- **U.S. Patent #6,313,843**

Apparatus and Method for Controlling Image Display, and Recording Medium Storing Program for Controlling Image Display

Assigned to **Cassio Computer** is a PDA pet with individual characteristics determined by the name you select for the pet. They use a Hampster as an example, resembling the popular Happy House Virtual Hampster downloadable pet.

- **U.S. Patent #6,340,978**

Method and Apparatus for Recording and Presenting Life Stories

Assigned to **Making Everlasting Memories, Ltd.** is predominately targeted as a tombstone enhancement (view and listen to media of a persons life) but can also be used for deceased pets.

- **U.S. Patent #6,389,633**

Low Cost Brushing Behavior Reinforcement Toothbrush

Independent inventor proposes toothbrush that rewards proper brushing with a virtual pet game. Part of virtual pet's life is dependent on proper brushing.

- **U.S. Patent #6,405,249**

Information processing apparatus and method, information processing system and program providing medium

Assigned to **Sony**. Part of a series of patents and patent applications from Sony covering aviator and virtual pet "shared spaces".

- **U.S. Patent #6,406,370**

Method for controlling character behavior in video games, video game machine, and computer-readable recording medium on which video game program is recorded.

Assigned to **Konami Co. Ltd.** This patent extensively discusses ways to control virtual pet behavior and includes many excellent references. Players interact with a virtual pet and it takes on a temperament based on your interaction.

Patent Applications (not yet granted)

- **U.S. Patent Application #US2001/0002365 A1** published 31 May 2001

Data Communications Device and Method of Processing Transmitted Data Invented by Mitsuru Minakuchi, Matsafumi Hirata and Tudahide Shibao all of Japan. Radio phone captures virtual pets of several types including mice, rabbits, turtles, raccoons and giraffes. Users care for these wireless pets and can also view them on TV. Pets are distributed in local areas by independent groups (such as at a sports stadium or in a mall) and can contain advertising features.

- **U.S. Patent Application #US2001/0007825 A1** published 12 July 2001

Pedometer With Game Mode

Assigned to **Nintendo**. This pedometer attempts to move children away from the games boxes and out for walk. Based on a Gameboy, it counts your steps and they are given as a present to your virtual pet. You have to walk to keep your virtual pet happy. An interesting twist for our sedentary youth. The filed it 26 Feb 2001 and may have paid for early publication to get it published in a little over 4 months. Early publication is used to warn potential infringers.

- **U.S. Patent Application #US2001/0036859 A1** published 1 Nov 2001

Breeding Simulation Apparatus for Virtual Creatures

Invented by Akihiro Yoki. The device is similar to the Digimon keychain pet, but is not yet assigned. It is a continuation in part of patent 6,213,871 (a Bandai patent) filed in Feb. 1997.

- **U.S. Patent Application #US 2001/0049248 A1** published 6 Dec. 2001

Computerized Toy

Assigned to Silverlit Toys. Computerized toy system adopts different attitudes and positions. Enough limbs and joints are used to provide natural and smooth movement. The skin appearance may be fur or plush type body. The abstract graphic shows two robotic dogs.

- **U.S. Patent Application #US2002/0016128 A1** published 7 Feb. 2002

Interactive Toy, Reaction Behavior Pattern Generating Device and Reaction Behavior Pattern Generating Method

Assigned to **Tomy Company**. Abstract shows a robotic dog. Teaches methods of generating behaviors based on a score of level of attention and care paid to the pet.

- **U.S. Patent Application #US2002/0022523** published 21 Feb. 2002

Learning / Growing System Using Living Goods and Method Thereof

Assigned to LG Electronics, Inc. The toy itself connects to the internet. Learning and growing experiences are supplied by real goods (cheetos, nabisco, cokes, health club membership). Will be financed by banner ads from real-life goods.

- **U.S. Patent Application #US20020024312** published 28 Feb. 2002.

Robotic and Action Deciding Method for Robot

Invented by Tsuyoshi Takagi. Robotic pet has a decision process allowing it to react differently to the same input from different people (users).

- **U.S. Patent Application #U.S.2002/0028704 A1** published 7 Mar. 2002

Information Gathering and Personalization Techniques

Invented by Mark Bloomfield and Tanya Cheyne (both of London). Small device resembling a keychain pet is used to collect information on user and alert user when they are in a specific place at a specific time (come in and buy theatre tickets). Interface is a virtual character that is trained by user to participate on user's behalf in virtual games.

- **U.S. Patent Application #U.S. 2002/0035405 A1** published 21 Mar. 2002

Storage medium, robot, information processing device and electronic pet system.

Group of Japanese inventors propose creating an IC (spirit) card. Small card basically stores the soul of a virtual pet. The spirit card can be moved between various devices.

Design Patents

- **U.S. Design Patents #D398,659, D396,887, D405,125, D405,475 (Mesutchi and Osutchi) and D407,760 (Angelgotchi)**

- Game Housings Assigned to Sony. Several virtual pet housings.

- **U.S. Design Patent #D394,856**

Virtual Reality Pet

Independent inventor design patent on the Octopet keychain pet, a well known 8-in-1 pet.

- **U.S. Design Patent #D416,291**

Hand Held Electric Game

Assigned to **Nintendo**. Nintendo Game Boy patent.

- **U.S. Design Patents #D397,728, D399,537 and D399,906**

Electronic game housings

Assigned to Tiger Electronics. Keychain pet housings. The last two have feet.

- **U.S. Design Patent #D450,783**

Aquarium Toy

Assigned to Tomy Company. Small virtual aquarium.

Robot Dogs & Furby Patents

- Sony's Aibo robot dog is covered by many patents including: 5,929,585, 6,219,588, 6,308,114 and Design Patents D418,551, DD421,634 and D431, 270

- Tomy Company's robot dogs are covered by Design Patent D445,849. Additional protection has been sought in U.S. Patent Application #US2002/0016128 A1, published 7 Feb. 2002. This application shows a robotic dog and teaches methods of generating behaviors based on a score of level of attention and care paid to the pet.

- Tiger Electronics' robot dog efforts are covered by at least one patent, 6,149,490

- Tiger Electronics Fuby is covered by a U.S. Patent #6,149,490, the appearance of the pet by Design Patent #D423,611 and the appearance of the inside of the pet by Design Patent #419,209.
-

Miscellaneous Reference Information

- Aki Komikado (Maiti Aki), a Japanese lady employed by Bandai has been credited with inventing the

Tamagotchi in 1996. In a May 2000 issue of Time Asia after Bandai earned \$350 million dollars on the invention:

"Komikado didn't receive a pay raise or a big bonus. "Why should I get lots of money?" says Komikado, 32. "My part in the process was very small. The real effort was made by the developers who made our product successful."

In America we may disagree with that, but there is a lot of truth in it. It takes a great deal of money, effort and luck to commercialize one of these ideas.

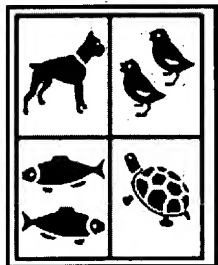
Polson Enterprises Research Services

We have been working with virtual pets since mid 1996. and assist in the development of virtual pets in all formats. We provide technical, market and patent information support, identify potential partners, review pet designs and maintain a vast library of virtual pet materials in all media forms (wireless, mechanical pets, keychain pets, java pets, online pets, CD rom pets, robots, vp downloads, game cartridges, board games, playing cards, etc).

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| S2 | 1 | "5572646".pn. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/22 16:17 |
| S3 | 1 | "5966526".pn. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/22 16:20 |
| S4 | 1 | "5971855".pn. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/22 16:28 |
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| S9 | 1 | "6267677".pn. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/23 09:34 |
| S10 | 1 | "6609968".pn. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/23 09:42 |
| S11 | 1 | ("6268872").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 09:43 |
| S12 | 1 | ("6273815").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 09:46 |

EAST Search History

| | | | | | | |
|-----|---|----------------------|---|----|-----|------------------|
| S13 | 1 | ("6278985").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 09:49 |
| S14 | 1 | ("6287193").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 09:54 |
| S15 | 1 | ("6290565").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:03 |
| S16 | 1 | ("6292198").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:05 |
| S17 | 1 | ("6313843").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:09 |
| S18 | 1 | ("6405249").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:43 |
| S19 | 1 | ("6406370").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:49 |
| S20 | 0 | (2001/0002365).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:49 |
| S21 | 1 | ("20010002365").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:50 |
| S22 | 1 | ("20010036859").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:52 |
| S23 | 1 | ("20020022523").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 10:52 |
| S24 | 1 | ("5580308").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 11:37 |
| S25 | 1 | ("5982390").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 11:42 |

EAST Search History

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|-----|--------|---|---|----|-----|------------------|
| S26 | 1 | ("6048209").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 11:43 |
| S27 | 1 | ("6056618").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 11:46 |
| S28 | 1 | ("6171189").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 11:54 |
| S29 | 1 | ("6175857").PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 11:54 |
| S30 | 0 | (08/940732).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | OFF | 2006/03/23 12:09 |
| S31 | 0 | 08/940732.app. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/23 12:10 |
| S32 | 5 | "940732".ap. | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/23 12:10 |
| S33 | 9 | ("4570930" "4802879" "4813907" "5048831" "5161803" "5428528" "5572646" "5618045" "5643088").PN. | US-PGPUB; USPAT; USOCR | OR | ON | 2006/03/23 12:12 |
| S34 | 4 | gigapet | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/24 10:02 |
| S35 | 129 | virtual adj pet | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/24 10:02 |
| S36 | 231616 | ((detachable or removable) near2 memory) or cartridge | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/24 10:02 |
| S37 | 16 | S35 and S36 | US-PGPUB; USPAT; USOCR; EPO; JPO; IBM_TDB | OR | ON | 2006/03/24 10:02 |